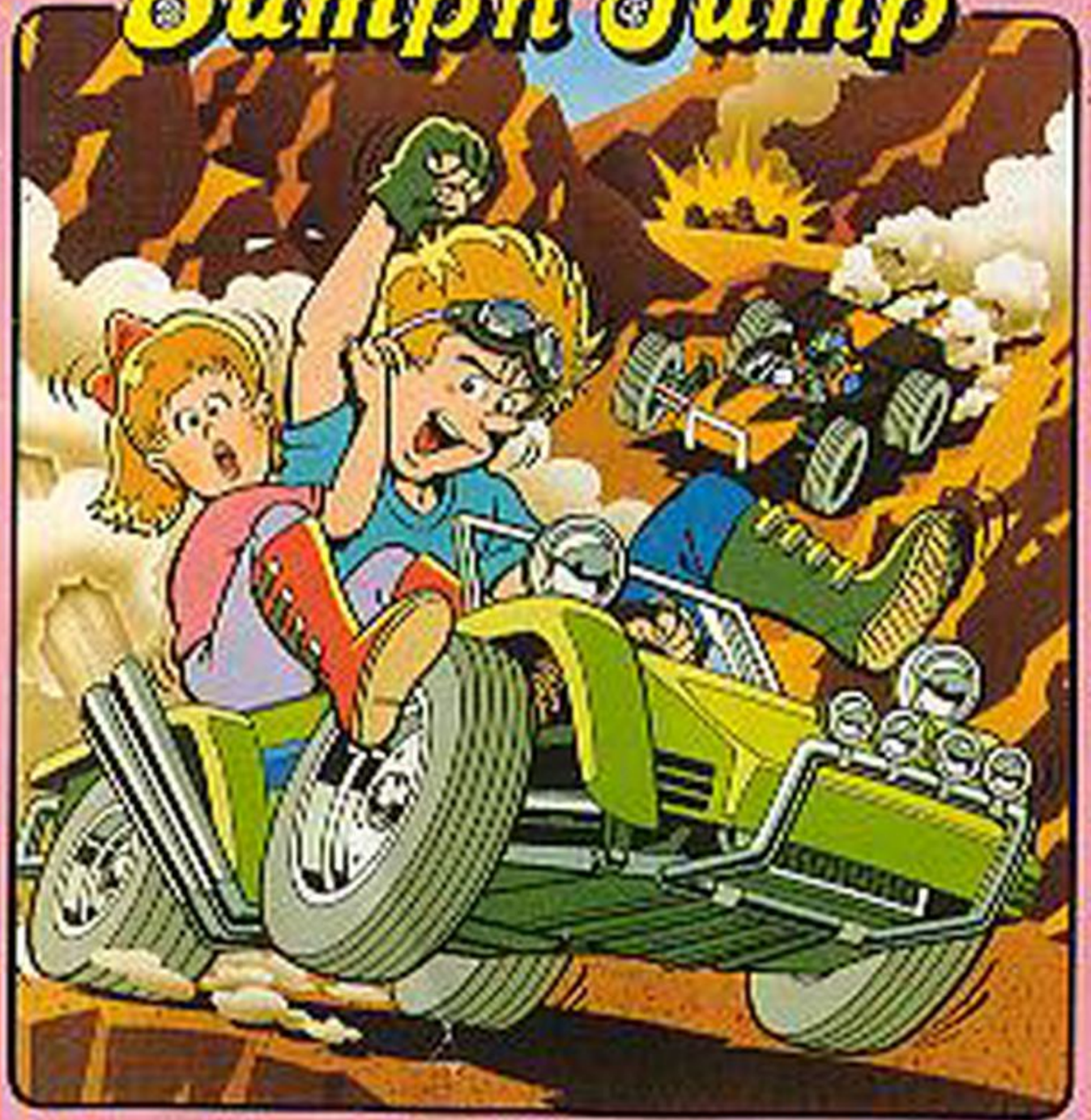
NES-BP-USA

Bump'n' Jump



INSTRUCTION MANUAL

VIC TOKAI™

Thank you for selecting the fun-filled "Bump'n' Jump" game pak by VIC TOKAI, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision game pak to extreme temperature variances and tremendous shock. Furthermore, never attempt to disassemble your game pak.
2) Do avoid touching terminal connectors, and keep clean by inserting game pak in protective STORAGE case.
3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
4) For best results, play the game a distance away from your television set.
5) Pause for 10-15 minutes after 2 hours of more of continuous game playing. This will extend the performance of your game pak.

* Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM®

NINTENDO® AND Nintendo ENTERTAINMENT SYSTEM®
ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

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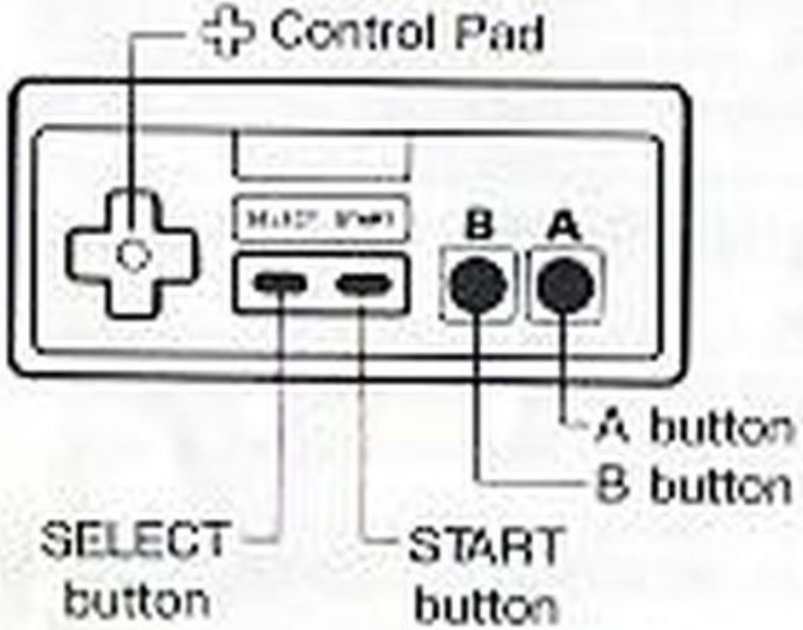
Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it drop it. Do not take it apart.
3) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

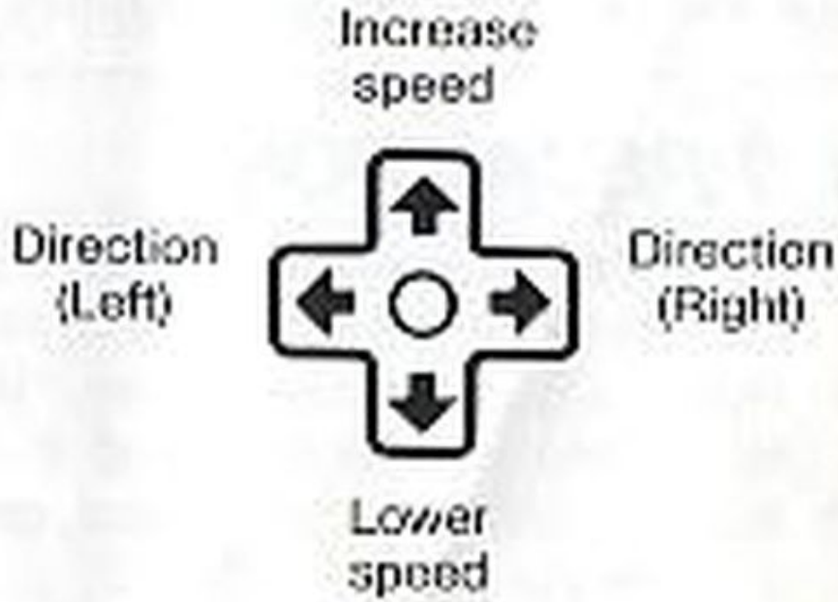


A button: Jump

B button: Emergency brake

Control Pad

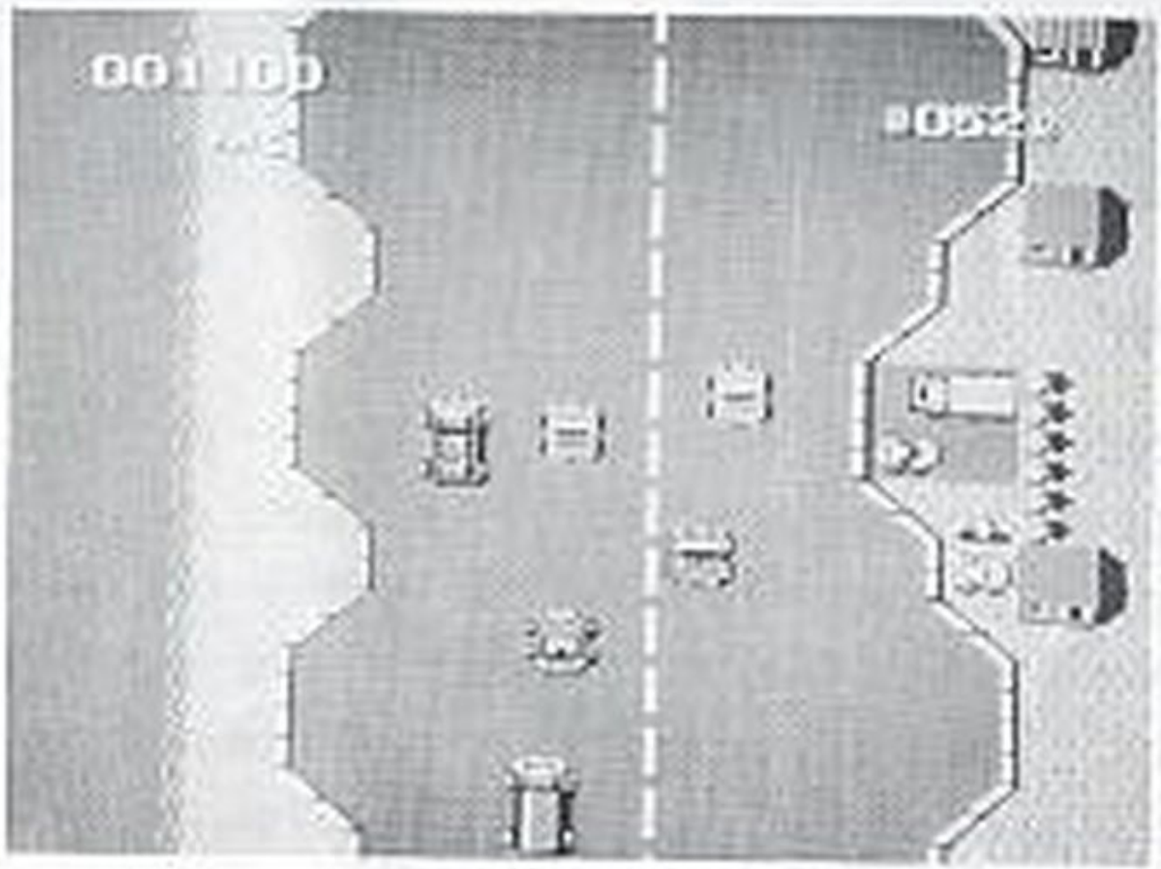
Moves car faster or slower; assists in jumping.



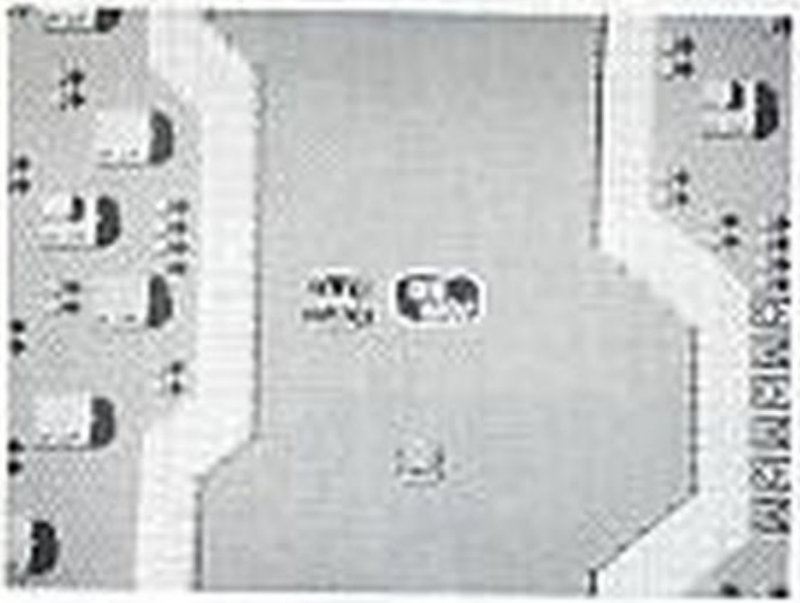
- **SELECT button** ..... not in use
- **START button** ..... game start or pause

Pause : Play can be paused at any time by pressing the Start button. A special tone will be heard.

High Score display is erased when power goes off.



3. HOW TO PLAY



■ STORYLINE

While enjoying a drive with your girlfriend in your car that you have named "Popper", you are attacked by a ruthless gang called Jackals. Your girlfriend is kidnapped by Jackals in their big off-road vehicle. The girl's pleading voice is heard to say "Help me!" as the vehicle speeds away. You, of course, must chase down the gang's gettaway car, and when you meet up with these enemies, you will have to fight

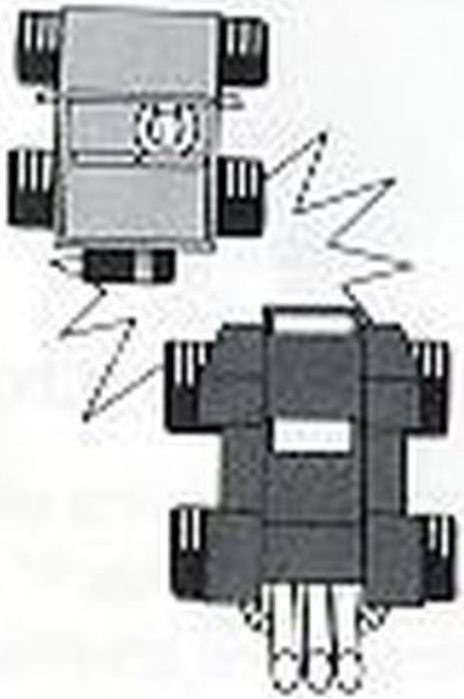
them anyway you can. You will try bumping with your own car, crashing into them, even leaping on top of them in the hope that they will be crushed. All this is necessary to save the girl and get her back!!

■ MAPS OF COURSES

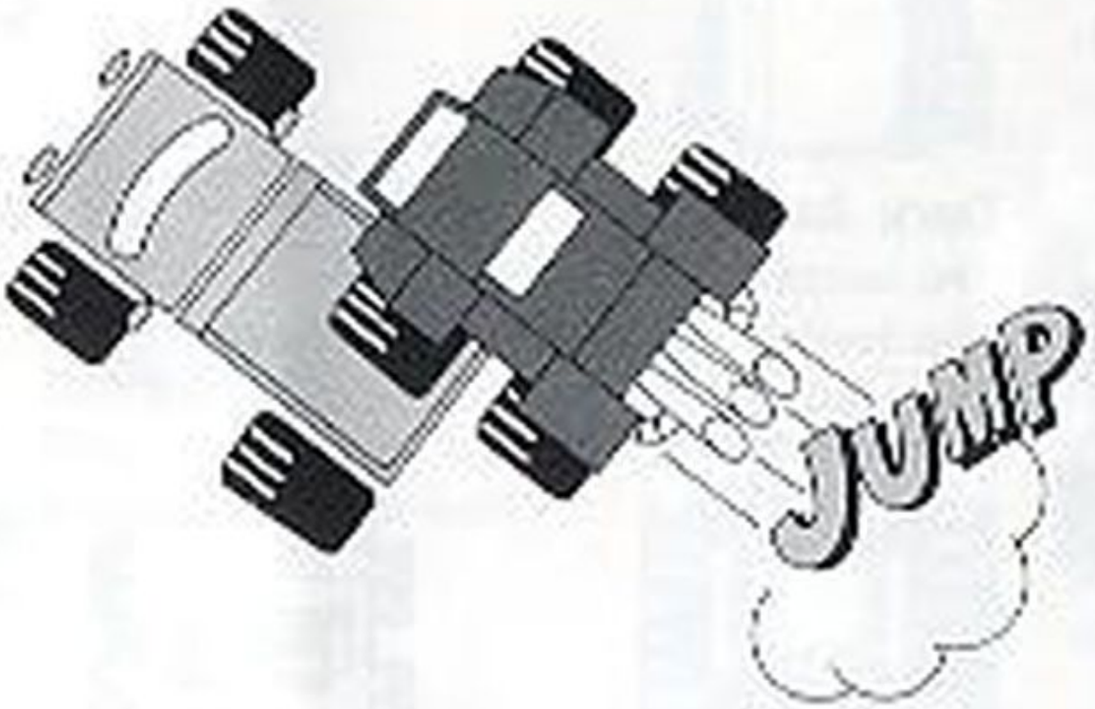
City, country yards, mountains, and seaside (4 districts with 16 courses).

■ HOW TO ATTACK

● **Crush**····· You must hit and push.



● **Jump** ..... The A button will enable you to jump over an enemy car.

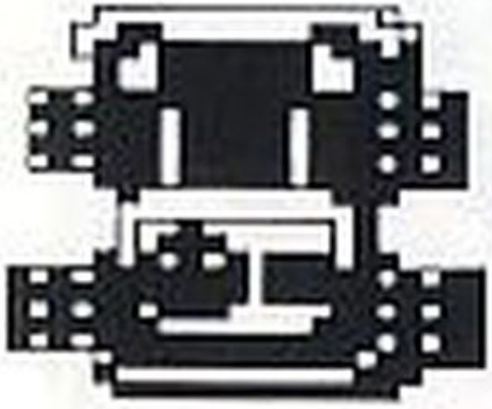


■ CHARACTERS

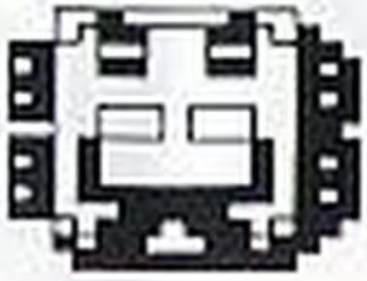
● Patrol car
When the patrol car is around, be careful not to speed. When it comes out often, maintain slow speeds.

● Ambulance
When it comes on at full speed, you will have to let it go by after pulling your car over to the side of the road.

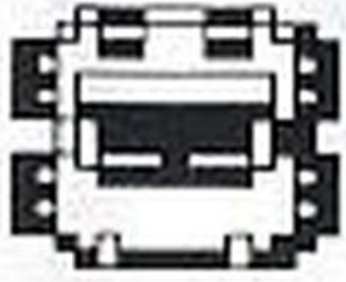
● Jackals:



Dark Jackal
The leader car of the treacherous group, Jackals.



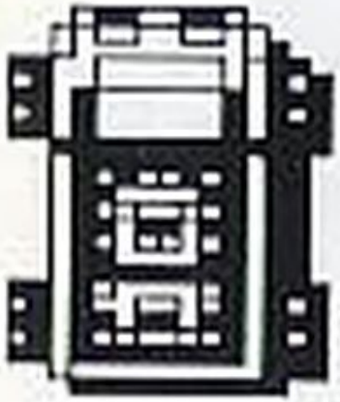
Jeep



Buggies
Jackal cars

Attention to other enemies !

Enemy interceptors:



Trucks
They deposit sand in your way to stop you and crush you.

Fuel trucks
These big "tankers" dump oil in your path making the road very slippery and your car will likely go out of control.

Cement mixer
This heavy truck will try to flatten you with concrete.

Bulldozer
This vehicle will move very slowly, and will attempt to block your way.

Sand
Once you run over it, your car will explode.

Oil
Once you run over it, your car will slide.

Concrete
Once you run over it, your car will explode.

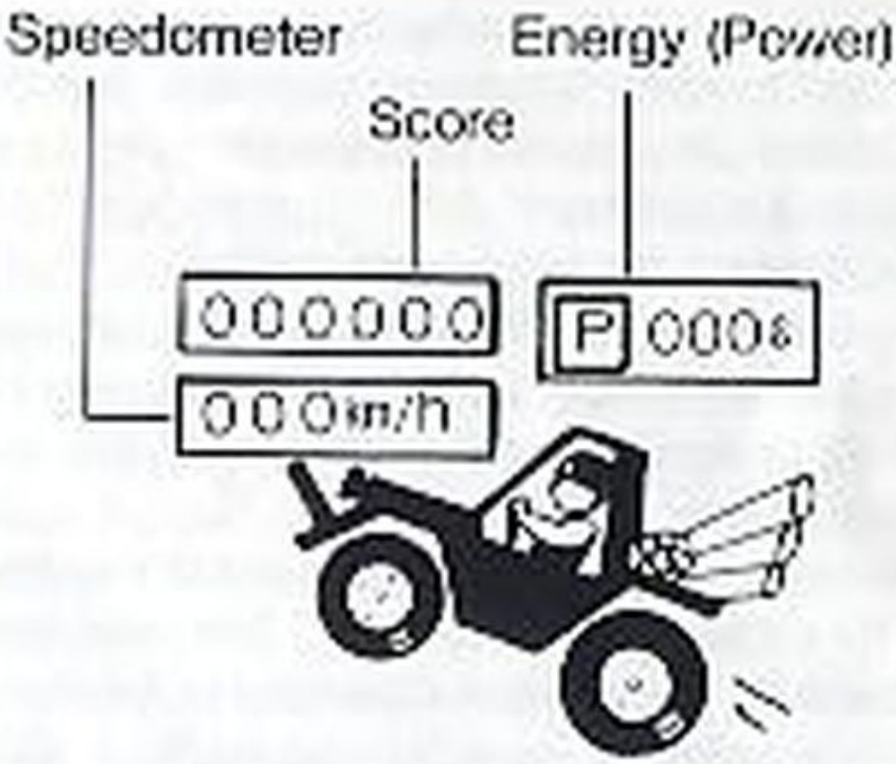
Power Barrel
This will give your car more fuel and energy.

Bonus
You will get one more car.

Note : When you hit the side of the road and run down into the ocean, you lose your car.

4. BASIC TECHNIQUES

The sign indicates danger in front of you.



- You are prepared to jump only when you have gotten your car up to a speed of 150 km/hour.
- When power is down to '0', you cannot jump anymore.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and used radio frequency energy and if not installed and used propely, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio — TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

VIC TOKAI INC. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to VIC TOKAI INC. along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

VIC TOKAI INC. shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if VIC TOKAI INC. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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